Stan Berry's GURPS Quirks List

Need just one more quirk to complete your new character?

Everybody has quirks. Quirks are the little personal differences that make us noticeably unique. Perhaps your boss always wears a white suit and dark tie, or perhaps you know someone who *really* loves ice cream.
The GURPS character sheet has a place for Quicks to round out your character.
Here is a list of some QUIRKS, from real life and from various GURPS campaigns.

Over 500 Quirk's so far!

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Quirks by Category

Eating Habits	Collections	Apparel	Fandom	Vehicle Related
Sleeping Habits	Physical Quirks	Money & Shopping	Biscuit Related	Speech Related
Religion Related	Nervous Habits	Other Habits	Superstitious	Mild Mental Disads
Goals	Weapon Related	Miscellaneous		

Eating Habits

- Vegetarian 2 days a week (a character in a CyberPunk campaign)
- Craves red meat (another example)
- Sweet tooth (one of my mage characters and me!)
- Dislikes chocolate (my 2nd daughter, for a while)
- Hates broccoli (George Bush)
- Hates onions (my mother)
- Really likes Ice cream (my sister-in-law)
- Uses fork and knife only with his left hand
- Likes tea
- Lives on Italian food.
- Thinks that any restaurant that you can't wear jeans to isn't worth visiting
- Doesn't drink alcohol
- Ethnic diet or religious diet.. Try eating stink fish some time, it can be more than a quirk, and a person who does eat "eskimo" food, can smell different.
- Only loves one type of food. Such as Pizza and Beer.
- Won't drink booze, but will usually taste any *unknown* substance
- Prefers to eat out every meal
- Hates chinese food
- doesnt like fish
- Always eats when working, always carry snacks (" This lock is darn tricky - here, I've got it! ");
- only drinks tea
- sucks on lemon-flavored candy; offers some to people upon meeting.
- always carries an apple

- always <gulps> beer.
- Likes to suck back a pint of warm lard nightly.
- Looks for worms in all fruit.
- Won't eat red vegetables.
- Won't use artificial sweetener
- Can't eat Bavarian cream pie without saying "Mmmmmm Mmmmmm San Antone"!
- Forms dirty words in his alphabet soup.
- Eats potato-chip sandwiches (on white bread, yet).
- Cuts her dessert in half and pours pepper on one half so she won't eat it all.
- Will wait for a booth at a restaurant rather than sit at a table or counter.
- Likes garlic and puts it in everything.
- Drinks beer with an egg in it
- Eats porridge for every meal.
- Hates to eat porridge
- Dislikes Strong Liquor
- Fond of Drink
- Strict carnivore
- Likes to taste new types of food
- Eats only rabbit
- Refuses to use his left hand when he eats

Sleeping Habits

- Like to sleep late
- Early riser
- Sleeps in the nude
- Sleeps in flannel pajamas
- Needs soft music in background to get to sleep quickly (probably TL6+)
- Likes to sleep
- Wakes at night to check on his equipment/horses/car/starship engines
- Always sleep with the windows wide open (bad in a horror campaign!).
- Sleeps with a teddy bear
- Sleeps a lot
- Needs milk and honey before sleeping
- Needs a story before sleeping
- He has nightmares (related to a phobia/mental disadvantages/recent shock)

Collections

- Collects baseball cards
- Collects stamps
- Collects teeth/claws/lock of hair/dna sample from slain opponents.
- Collects a weapon from defeated opponents.

- Collects [fill in the blank].
- Collects Royal Assassins, up to 13 so far.
- Collects firearms
- Keeps a collection of "war trophies" from his/her conquests.

Apparel

- Always wears something red [or other color] (a common quirk)
- Never wears anything red [or other color] (another common quirk)
- Always wears boots
- Wears only name brand (expensive) apparel
- She wear trousers (medieval character)
- Can never find clothes that fit just right
- Wears red socks with everything
- Wears only gold (or silver or turquoise...) jewelry
- Always wears a watch
- Only wears rock band t-shirts
- Can't figure out what color clothing matches
- Always wears boots
- Always wears thigh-length boots
- Always wears shorts, especially in Winter
- Always wears funny hats - jester hats, cat-in-the-hat hats, pith helmets etc.
- Likes to dress like people half his/her age - "It's hip"
- Always wears two different colored socks, and type..
- Always wear his "lucky" jacket (or she wears her lucky jacket).
- Loves jewelry.
- Always wear a hat, never leaves without it (the Indiana Jones syndrom)
- Wear prop glasses, but has 20/20 visions;
- Always wear cheap clothes/ill-fitting suits/overalls (fun with Status or Wealthy)
- Always wears as little clothing as possible
- Always wear tattered clothes (even when he has money for good clothes)
- Always wear expensive clothes (even when he doesn't really have money for it)
- Always cowled.
- Always worried about latest fashions
- Always wears shirts that reveal buff stomach
- Dresses in suits
- Hates it when *someone else* wears black
- Can't stand to wear "frilly" clothes.
- Refuses to wear anything "name brand"
- Dresses two decades out of style

Fandom

- Fan of the Chicago Bulls (another example)
- Fan of Jenny Longitude, the Holovid Star (used in a Space campaign)
- Thinks college football is the most important sport. Roll tide! (that's me!)
- Never misses an epsiode of "Friends".
- Always relates things to TV shows, movies, books, or songs.(Pick one or two.)
- Quotes song lyrics (especialy of a particular cult band.)
- Fascinated by end-of-the-world novels
- Has a favorite tv/radio show
- Roots for the predators on nature programs
- Loves mysteries.
- Loves the violin.
- A REAL BIG _Village People_ fan
- Trivia student of pop culture
- Loves the Ballet, and traditional dance, but hates to admit it
- Gets up early to watch saturday morning cartoons
- Loves to Listen to Music
- Loves Metallica

Money and shopping

- Greatly enjoys free perks (one of my bosses)
- Dislikes malls and avoids them whenever possible
- Carries a $100 bill for emergencies (name withheld to protect the individual)
- Prefers small bills
- Carefully checks bills and/or coins for counterfits
- Loves garage sales
- Coupon clipper
- Thinks twenty coppers is better than a silver piece any day (for low IQ characters)
- Thinks 7 or 8 pennies is better than a dime any day (for low IQ characters)
- Prefers to work for room and board, cause he never misses a meal, but he often misses money...
- Won't carry pennies; will toss them away in streets if he can't spend them
- Always has to stop and shop, no matter the circumstances. (male or female).
- Carry wad of cash and counts it in public (for Wealthy+ characters);
- Hates carrying pennies and will happily toss them in the street.

Physical Quirks
(Anything that makes the character easy to identify in a police line-up is worth a quirk point)

- Noticeable Tattoo of [fill in blank] on [fill in body part]
- Noticeable scar on [fill in body part]
- Noticeable burn scar on [fill in body part]
- Pierced [fill in body part] (only allowed if noticeable and uncommon for the character's culture)
- Hair dyed [fill in unusual or un-natural color]

- Extremely hairy arms
- Bald
- Noticeable birthmark
- Looks just like [fill in name of celebrity]
- His feet are incredibly bad-smelling
- No beard (male only) (Could grow a beard but shaves)
- Has allergies. Alot of sneezing on dry days in spring-fall. [To give more depth, give strong allergic reactions to the common nasty ones like nuts, bee stings, strawberries, MSG, cow's milk, etc.]
- Hay fever
- Allergic to cats (others)
- Gaseous (and no, that doesn't mean transparent or foggy).
- Always gets a sunburn
- Urinates frequently
- Sneezes extra loud
- Foams at the mouth when excited/angry
- Thrives in cold weather, hates warm weather. Comfortable in T-shirt and shorts in mid-50s weather; starts sweating when the temperature goes above 75.
- Loves to have pierced ears, nose, lip, or whatever.
- Loves to use body as a Tattoo Canvas.
- Large beard and proud of it;
- Incessently cracks knuckles
- Large burn scar on left forearm
- Drools.

Biscuit Related
(submitted by JLJ with respects to S. John Ross)

- Insists only his biscuit process is correct
- Thinks that biscuits are cookies (see character's IQ)

Vehicles
(If the campaign will involve active use of vehicles, vehicle quirks make sense)

- Bumper sticker that says [fill in blank]
- Unique vehicle decorations [give details]
- Won't drive faster than 40 miles per hour
- Won't ride in German cars (concentration camp survivor)
- Will not ride in anything Japanese (or non-american, or non-japanese,or what ever)
- Prefers to steal German cars over all others

Speech

- Irish brogue
- Accent [specify type of accent; Note that some accents could cause a social stigma disadvantage in some settings]
- Sometimes speaks of self in 3rd person.
- Mutters poetry under his breath
- Says "Thwap" when he fires his bow.
- Uses big words to impress listeners
- Doesn't talk much; uses short simple words when he does talk.
- Talks very softly, especially when involved in major arguments
- Never uses contractions
- Calls everyone (males and females) "babe"
- Repeatedly states "see, you really get it." when conversing with someone.
- Says "see I always knew this would happen" whenever something weird happens.
- Says "Oh, crap, it's gone south on me." when something bad happens.
- In conversation, if a word has slipped his mind, he'll stop and think _and not give up_ until he finally recalls the right word.
- Puts hand on your hand/arm/shoulder/leg when talking.
- Distracted easily during conversation.
- Often seems to go out of his way to answer the exact question that was asked of him instead what the questioner obviously meant
- Calls everyone "Darling"-- even close friends
- Tells "stories" with no point or conclusion
- Argues points with people who agree with him
- Uses lingo coined in books in regular speech (ie "embleer","horrorshow", "grok")
- Uses the word "psychic" instead of psychological
- Is fond of malapropisms, or cannot help making them (e.g. psychotic for psychic)
- Drones when she talks
- Hates quiet pauses in conversations
- Hesitates before speaking; always considers his words first
- Nervous laugh before talking
- Always laughs at his own jokes
- Tells dirty jokes, even when not appropriate
- Off-color joker
- Makes goofy tv references for every ocassion
- Stutters when excited
- Poor vocabulary, spelling, & grammar
- Makes derogatory comments about people who aren't there
- Voices gets higher when he/she drinks.
- Talks to inantimate objects
- speaks without an accent
- constantly interrupts others
- speaks with poetic flair
- Grunts for "yes", snarls for "no", shrugs for "maybe";
- Cackles;
- Talks to himself;
- Talks of objects as if they were people;
- Ends every sentence with the word "dude"
- Always gives the vaguest possible answer to questions

- Always speaks at far to high a volume
- Conversations always turns to cats
- Never speaks unless spoken to
- Always answers a question with a question
- Always complains, starting with "when I was young..."
- Always talks about his/her lost love
- Constantly tells jokes that aren't funny
- Mispronounces names
- Calls all women mother
- 'erm..'s a lot
- Always speaks about [adj]ness of things (I know a guy who talks about the deadness of stones in a game of go, the buggedness of programs, beautifulness, and whatever else you can think of)
- Always answers a question with another.
- Tells children stories about the "Children Hawk."
- Tells people: "I'll learn ya!"
- Uses the word "weasel" in conversation far too often.
- Rhymes peoples' names: "Well, hello there, Arthur-barthur! Saw Geno-jalapeno the other day, you know."
- Mumbles/Mutters
- Calls anyone yonger than himself "sonny" or "my girl" (best for elderly characters)
- Always talk of "the good old days" (ditto)
- Always opens conversation on a new subject with the same phrase ("Funny, I don't know how I got to think of this, but ..")
- Swears at the least opportunity - like when he grabs in the wrong pocket for his wallet etc.
- Mispronounces names
- Tags -[noun] onto the end of all sentences, i.e.: "thats a rodger, rodger", "come in, bob, rodger" or "I'd like coffe with that, rodger² (works well in fantasy games as well) ie: "I'm from the OhClanahan clan, ahan", "I'll have an ale, ahan", "Watch it, or I'll swat ya with my shileighle, ahan"
- Says "hoo hoo hoo" if poked in the stomach
- Says "Thwap" when he fires his bow.
- humms heigh-ho heigh-ho whenever he has nothing to say
- Avoids Small Talk
- Mutters to himself in Latin
- Likes to spell things backwards to see how they sound
- Always sarcastic; never says a serious word unless he has to
- Says "no kind of respect" too much

Religious

- Will not work after sunset on Friday. (Seventh day adventists for one example.)
- Frequently quotes scripture.
- Tithes regulary. (10% of all income might be more than a quirk in some campaigns!)
- Insists on a prayer before every meal. (Not a good quirk if the standard in the society.)
- Doesn't drink alcohol (for religious reasons.)
- Carry bible and hipflask in coat pocket;
- Believes the Assassins' Guild is a religious organization.

- Attempts to turn every discussion into a religious argument

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Nervous Habits

- Rarely passes a mirror without checking his/her hair
- Scratches his nose
- Always drumming on things
- Fiddles with glasses when talking.
- Strokes head when thinking.
- Smiles nervously when pausing in a conversation.
- Rolls eyes when bored or annoyed.
- Stretches every time after standing, lifting something, during casual conversation, etc.
- Absently bounces leg while sitting.
- Contantly cracks knuckles, back, and/or joints.
- Combs hand through hair often, especially when nervous.
- Picks scabs.
- Bites finger nails
- Gratuitously pats other people's necks
- Nosepicker (odious personal habit - more points?)
- Always smooths the wrinkles out of what he/she's wearing
- Constantly tapping fingers or feet
- Calls home all the time to check in
- Nervous twitch.
- Grips genitals when nervous
- Fidgets with glasses when speaking.
- Smiles and pats his head durring lectures
- Chews fingernails
- Always drums a ruythm with fingers/hands on table/knees/thighs.
- Likes to twiddle his hair
- Is constantly chewing gum.

Other Habits

- Always carries a water bottle/flask, but hardly ever drinks from it
- Likes to make arcane references
- Always saying something like "You know, I'm gonna quit this job any day now," but never does
- Hugs all his friends.
- Chases dogs with electrical appliances.
- Always has a book under arm or in pocket.
- Carefully opens packages and saves wrapping paper (this is probably rather common in fantasy worlds).
- *Always* carries an umbrella
- Always remembers everyone's birthday

- In spare time, whittles wood/carves small bones;
- Bums people for small change, even if there is no real need;
- Carries yo-yo and practices elaborate tricks/juggles/does coin tricks;
- Taunts foes.
- Affects a consumptive cough.
- Always looks around in a certain particular way.
- Follows orders in letter, not in spirit.
- Grins evilly.
- Laughs evilly.
- Carry a pack of sundry medications for heartburn, stomachache and headaches, and always complain of those selfsame afflictions;
- Always doublechecks everything;
- Pessimist - always assume nothing will work;
- Always looks around and gawks like a tourist, even in well known places;
- Won't go out without an elaborate hairdo;
- Refuses to let anyone walk behind him/her if possible
- Likes to tie nooses in ropes.
- Can't stop "improving" on a good thing until it becomes a full-blown disaster: "Yeah, three times the speed of light is OK, I guess, but let me bypass the flummery controller..... "
- Has to critique everything: "I'd say the battle was a dubious success. Though Rodin fought at nearly his full ability, Shila and Walt seemed to be holding back, possibly doubting their own abilities."
- Shutterbug.
- Writes his name/initials/mark as grafitti everywhere. (mostly harmless, but probably a -15 point disad for a member of the Status
- Laughs to himself at intervals, for no apparant reason.
- Always identifies himself as "a student", though it's 15 years since he dropped out of university.
- Always treats members of the opposite sex with courtesy
- Sharpens his knife, counting each stroke, for hours.
- Taunts foes.
- Dances about falled foes.
- Likes to yell "Splat" when assailants hit the ground
- Usually very happy, smiles a lot
- Squints a lot
- Listens to traveler's tales at every opportunity (this explains his approach to PC group)
- Tries to impress the local girls
- Inspects and comments on horse shoes and other blacksmith work (his father was a blacksmith)
- Enjoys books - Lingers in libraries or book stores
- Always tries to climb things. (buildings, trees, signs, lampposts, etc.)

Superstitious

- Thinks Friday the 13th is his lucky day (that's the day his concentration camp was liberated)
- Believes in astrology
- Believes all animals can talk to each other

Mild Mental Disadvantages (Phobias, Manias, Delusions, Ineptitudes, etc.)

- Vindictive
- Thinks he is a great strategist
- Ineptitude for strategy (in the same character)
- Thinks mules are faster than horses
- Fears to suffocate
- Computer dyslexic
- Can never remember names
- Annoyed that he's losing his hair.
- Lets women walk all over him.
- Loathes confrontation and will do anything to avoid it
- Thinks New Year's is on the 4th of July
- Hates leaving the house (not a very good one for most PCs)
- Tries to make everyone fall in love with her
- Wants everyone to be his friend; tries too hard
- Sees the world in a negative light
- Worries about making her boyfriend jealous by just saying "Hi" to another guy
- Refers to his black cat as "a matching accessory" at least twice an evening.
- Always exasperated
- _Everything's_ a joke
- Takes him/herself very seriously
- Big ego
- Has trouble saying "no"
- Thinks he/she can sing
- Sings to himself, but can't actually sing, and doesn't know the words
- Insists on discussing things he doesn't know about
- Relates every new experience back to childhood ones, whether or not it's appropriate
- Concerned about going bald
- Takes everything personally
- Can never remember own age
- Can't spell for sh*t
- Reads and quotes Dr. Seuss
- Fasciated by the Unnatural
- Secretive about Past
- Vain
- Convinced that cars are "people" too and can talk. They are usually just to shy to respond.
- Considers himself a ladies man (rarely true, however)
- Holds a grudge
- Fancies himself a forgery expert (its untrue)
- Becomes obsessed with whatever mission he is on.
- Believes magic is the supreme power.
- Believes purple rays emanate from his eyes.
- Believes the Soul resides in human blood!
- Couldn't care less about politics.
- Doesn't take no for an answer.

- Drawn to the moon.
- Fancies himself a lord.
- Has a certain obsession with spores.
- Likes to torture people.
- Likes to watch torture.
- Lusts for an Elvish maiden.
- Obeys all orders unquestioningly.
- Obsessed with cavalry tactics.
- Poisons small animals.
- Practices puches and kicks on hanging meat.
- Pretentiously spiritual about his sword.
- Respects the Undead!
- Sensitive about the appearance of his beard.
- Vengeful.
- Will not turn his back on a boiling pot.
- Mentally types out thoughts with his toes.
- Put things in his pockets and forget them ("What's this? My lunch from last tuesday? So that's where it went!")
- Mildly Overconfident
- Mildly Paranoid
- Shy with Women
- Suspicious of Men
- Chauvinistic
- Mildly fanatical about whatever he happens to be doing.
- Somewhat afraid of windows.
- Broadminded
- Proud
- Suspicious of Women
- Thinks He's Lucky
- Messing with angels makes you tired, got to rest and pray a bit.
- Asks angels not to drop victims onto houses
- Imaginative
- Very panicky
- Mild fear of dogs
- Thinks beer is inherently magical
- Wanderlust
- Very Mild Pyromania
- Curious about new insects
- Howls at the moon
- Magalomania with inferiority complex, everyone's a god, and they're all better than you
- hates! petty bickering
- Hates Feminists
- Thinks he can speak spanish; he can't
- Thinks he has a pet wolf (he's not invisible, he's right there!!)
- Is fanatically racist, but won't admit it
- Sees Elvis at the gas station at least twice a day

Goals and Self-Improvement

- Wants to learn to read
- Wishes he could become more zen-like.
- Wants to be a pimp someday
- Wants to become a bartender someday
- Plans to return home after proving himself
- Wants to earn the respect of his [high school, swordsmanship, etc.] teacher
- Wants to get enough money to retire comfortably
- Wants to find and marry a man who is her equal with a sword
- Wants to find and marry a woman who is healthy, beautiful, smart and faithful.

Weapon Related

- Names her/his weapons.
- Calls his halberd "Hal"
- Red fletching is his trademark
- Doesn't like fine weapons. (Sells it if he gets one.)
- Conceals minimum of x knifes/guns/small weapons on his person; carries them at all times.
- Collects weapons of fallen foes.
- Has memorized the statistics for most 20th century guns.
- Wants to handle new weapons that he sees.
- Prefers to use a crowbar as his weapon of choice. (The character was named "Thud".)

Miscellaneous (no categories -- yet)

- Listens to organ music on the stereo while he/she vacuums the house
- Loves the sea and the ships
- Walks very fast (a 4'10 tall 150 lbs character)
- Prefers the Pru to the Hancock. (For you fellow Bostonians)
- Spends most of his work day frittering away time on the Net.
- Enjoys being left alone (gotta have common quirks too! :-)
- Enjoys thunderstorms, and finds them quite relaxing.
- Is consistently two to three hours late anyway
- Walks with an unusually quick pace. Once, after breaking his toe,
- discovered that he could _hobble_ faster than most people walked.
- Refuses to delete the body of long posts when replying
- Easily confused by game rules
- Makes up characters who can't work with the party
- Can't say no to players who make up characters that can't work with the party
- Talk to people in other states or countries via the internet more than to people he sees face-to-face
- Won't see movies that were entirely plotted out in the preview, unless they're not going to be really

plot-heavy anyway
- Perfectly groomed nails
- Calm under pressure
- Has a unexplained dislike for a particular organization. Not quite a prejudice, just not-explained.
- I can run down a list, but, I might dup something..
- Likes building elaborate dwellings underground via earth spells :)
- Likes to help underdogs
- Loves Potions and unknown liquids in flasks
- Alternately Callous then Tender
- Likes the cold
- Likes to befriend children
- Likes to play matchmaker
- Loves doing yard work
- Prefers moonless nights
- Admires professionalism
- Thinks americans are lazy dogs
- Loves heights but cant climb
- Believes he is smarter than the average bear
- Prefers to be called by last name
- Likes to pretend to be lost
- Likes to sneak up on people
- Likes to be a mount for others when in tiger form
- Likes to associate with mages .... the sillier the better
- Always trying to set up his own private deal
- Resents being confused with Michaelites
- Tries to determine origins via accents
- Considers horses superior to commoners
- Always sucks on this huge smokepipe and use it to point at things;
- Carries extraneous amount of ID on his person - old credit cards, library cards, fan club cards...
- Often tries to open "push" door by pulling, and vice-versa;
- Smiles when angry or annoyed (a great characterization);
- Always quotes some obscure personnage (great if you run off at the mouth when you roleplay).
- Always, always exceedingly polite and formal in all dealings and situation ("I'm afraid you will have to remove yourself from the premisse, sir, for if not I will threaten you with bodily harm.");
- Has this huge watch; always check what time is it;
- Smokes only particularly foul cigars, or drinks only this one brand of cheap whisky - and enjoys it;
- Likes to smoke a pipe.
- Only wears black (or other color) clothes
- Likes to run a little, instead of walk normally
- Always carries ground glass.
- Always goes for leg shots: likes to watch 'em limp!
- Always wears heavy armour.
- Aspires to be eternally young.
- Carries a sap, knife and garotte he has no skill with.
- Has little use for honour codes.
- Hates civilization.
- Hates puns.
- Kicks dogs.
- Knowledge-hungry.

- Makes small-talk with foes in battle.
- Matter-of-fact about everything.
- Nominal Satanist.
- Outspoken.
- Smiles like a goon all of the time.
- Sombre.
- Spiteful.
- Stares obsessively at hooks and spikes.
- Takes a good sniff of his boot from time to time.
- Total atheist.
- Likes signing name
- Won't travel without going to the bathroom first
- Thinks that New Year's falls on July 4th.
- Smokes cigarettes backwards (lit part resting on tongue).
- EXTREMELY brand name conscious.
- Actively hates fads.
- Morbid sense of humor.
- Whiner
- Quo police force in a time travel campaign)
- Fickle about his health - always worrying wether he has dressed warm enough etc.
- Enjoys sent of own armpit.
- His shield is solid red.
- Fond of cats
- Likes blood
- Likes to punch things
- Dislikes mages
- Enjoys eye shots
- Combat should always be at 10 yards or more
- Uncomfortable around humans
- Tries to intimidate people (default skill 5)
- Hates being small
- Crafts small trinkets for the ladies in town
- Irritated by children
- Dislike of magic
- Always uses Illusion Disguise; likes to look flashy
- Likes to cast spells drunk
- Will try any drug that isn't likely to kill him
- Trademark: black 'D' symbol
- The Ice Man Cometh (character is an Ice Mage)
- "Revenge is a dish best served - Frozen!"
- Wears all white, black top hat, round black buttons
- Insists only his biscuit process is correct. ;)
- Anarchist
- Refuses to use chairs when told to sit down
- Names parts of the female anatomy after (fill in the blank)
- Listens to music no one likes just to be annoying
- Fond of flowers and small, furry aminuls (works best for Og, the berserk giant)